

**Amendments to the Claims:**

1-100 (canceled).

101 (new): A method for providing a sequence of entertainment pieces or compositions, the method comprising:

- applying different actions on pieces or compositions by a user;
- capturing automatically said user's preference based on said step of applying different actions on said pieces or compositions;
- updating continuously said user's preference using said different actions on said pieces or compositions by said user; and
- selecting automatically pieces or compositions based on said updated user's preferences.

102 (new): A method as in claim 101 wherein said user's preference is at least partially based on user action to repeat; replay; or go-back to a piece or composition that previously played.

103 (new): A method as in claim 101 wherein said user's preference is at least partially based on user action to select a particular piece or composition for playback.

104 (new): A method as in claim 101 wherein said user's preference is at least partially based on user action to skip or forward-past the rest of a currently playing piece or composition.

105 (new): A method as in claim 101 wherein said user's preference is at least partially based on user action to stop a currently playing piece or composition; and initiate the play of another piece or composition.

106 (new): A method as in claim 101 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition.

107 (new): A method as in claim 101 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition; wherein said user experienced said stopped piece or composition for at least a recognition-time threshold before taking action.

108 (new): A method as in claim 101 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play another piece or composition; wherein the sooner the user took action when experiencing a piece or composition, the greater the reduction of said user's preference for said stopped composition.

109 (new): A method as in claim 101 further comprising: adjusting said preference at least partially based upon the number of times said user has experienced the full piece or composition; wherein said user did not take action to interrupt said piece or composition in-order to go to another piece or composition.

110 (new): A method as in claim 101 further comprising: determining said user's preference at least partially based on using a plurality of said user actions that occurred on a plurality of different occasions; wherein said actions were applied on the same piece or composition; or said actions were applied on pieces or compositions that are related to each other.

111 (new): A method as in claim 101 wherein said applying and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's actions that occurred at a plurality of said user devices.

112 (new): A method as in claim 101 wherein said applying and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path.

113 (new): A method as in claim 101 wherein said applying and capturing occurs at a plurality of user devices; wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path; wherein said selecting is at least partially based on a desired ordering of said pieces or compositions; that are heard by said user across said plurality of user devices.

114 (new): A method as in claim 101 wherein said selecting is at least partly influenced by a preferred-period between automatically replaying a piece or composition for said user; wherein the preferred-period is shorter the higher the user preference for the piece or composition.

115 (new): A method as in claim 101 wherein said selecting is at least partly influenced by an objective to exceed a minimum time before automatically replaying a piece or composition for said user; when said user preference for a piece or composition has dropped below a certain level.

116 (new): A method as in claim 101 further comprising: excluding a piece or composition from said selecting; when said user preference for a piece or composition has dropped below a certain level.

117 (new): A method as in claim 101 further comprising: maintaining a history of said user actions; said user preferences and said selections.

118 (new): A method as in claim 101 further comprising: providing a piece or composition in said sequence by automatically selecting pieces or compositions based on said updated user's preferences; when there are no pending user actions available to be applied.

119 (new): A method as in claim 101 further comprising: adjusting said user preference at least partially based on user action that indicates a user's likeability of or desire to more frequently experience; the currently playing piece or composition.

120 (new): A method as in claim 101 further comprising:

- correlating said preferences from a plurality of other user's, for pieces or compositions that are both familiar and probably unfamiliar to a specific said user; and
- selecting a least one piece and composition that is probably unfamiliar to a said specific user based on said correlating.

121 (new): A method for providing a sequence of entertainment pieces or compositions, the method comprising:

- applying different actions on pieces or compositions by a user;
- automatically capturing said user's preference based on said step of applying different actions on said pieces or compositions;
- continuously updating said user's preference using said different actions on said pieces or compositions by said user; and
- whenever said actions by said user to provide pieces or compositions have been satisfied; providing a piece or composition by automatically selecting pieces or compositions based on said updated user's preferences.

122 (new): A method as in claim 121 wherein said user's preference is at least partially based on user action to repeat; replay; or go-back to a piece or composition that previously played.

123 (new): A method as in claim 121 wherein said user's preference is at least partially based on user action to select a particular piece or composition for playback.

124 (new): A method as in claim 121 wherein said user's preference is at least partially based on user action to skip or forward-past the rest of a currently playing piece or composition.

125 (new): A method as in claim 121 wherein said user's preference is at least partially based on user action to stop a currently playing piece or composition; and initiate the play of another piece or composition.

- 126 (new): A method as in claim 121 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition.
- 127 (new): A method as in claim 121 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition; wherein said user experienced said stopped piece or composition for at least a recognition-time threshold before taking action.
- 128 (new): A method as in claim 121 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play another piece or composition; wherein the sooner the user took action when experiencing a piece or composition, the greater the reduction of said user's preference for said stopped composition.
- 129 (new): A method as in claim 121 further comprising: adjusting said preference at least partially based upon the number of times said user has experienced the full piece or composition; wherein said user did not take action to interrupt said piece or composition in-order to go to another piece or composition.
- 130 (new): A method as in claim 121 further comprising: determining said user's preference at least partially based on using a plurality of said user actions that occurred on a plurality of different occasions; wherein said actions were applied on the same piece or composition; or said actions were applied on pieces or compositions that are related to each other.
- 131 (new): A method as in claim 121 wherein said applying and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's actions that occurred at a plurality of said user devices.

132 (new): A method as in claim 121 wherein said applying and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path.

133 (new): A method as in claim 121 wherein said applying and capturing occurs at a plurality of user devices; wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path; wherein said selecting is at least partially based on a desired ordering of said pieces or compositions; that are heard by said user across said plurality of user devices.

134 (new): A method as in claim 121 wherein said selecting is at least partly influenced by a preferred-period between automatically replaying a piece or composition for said user; wherein the preferred-period is shorter the higher the user preference for the piece or composition.

135 (new): A method as in claim 121 wherein said selecting is at least partly influenced by an objective to exceed a minimum time before automatically replaying a piece or composition for said user; when said user preference for a piece or composition has dropped below a certain level.

136 (new): A method as in claim 121 further comprising: excluding a piece or composition from said selecting; when said user preference for a piece or composition has dropped below a certain level.

137 (new): A method as in claim 121 further comprising: maintaining a history of said user actions; said user preferences and said selections.

138 (new): A method as in claim 121 further comprising: adjusting said user preference at least partially based on user action that indicates a user's likeability of or desire to more frequently experience; the currently playing piece or composition.

139 (new): A method as in claim 121 further comprising:

- correlating said preferences from a plurality of other user's, for pieces or compositions that are both familiar and probably unfamiliar to a specific said user; and
- selecting a least one piece and composition that is probably unfamiliar to a said specific user based on said correlating.

140 (new): Apparatus for providing a sequence of entertainment pieces or compositions, comprising:

- a user interface to apply different actions on pieces or compositions by a user;
- a processing capability to automatically capture said user's preference based on said different actions on said pieces or compositions applied via said user interface;
- a processing capability for continuously updating said user's preference using said different actions on said pieces or compositions by said user; and
- a processing capability for automatically selecting pieces or compositions based on said updated user's preferences.